Vienna Instruments
Solo Download Instruments
Viennese Horn
Full Library

Contents

Introduction

Welcome to the Vienna Symphonic Library, and thank you for purchasing one of our Solo Download Instruments! This document contains the mapping information for the "Full" version of the Vienna Instruments Viennese Horn. You will find in it a comprehensive survey of the articulations/Patches content, a listing of abbreviations, and the mapping list proper which gives details for every Patch, Matrix, and Preset.

"Full" Library

As opposed to the "Standard" versions of our Solo Download Instruments, the "Full" versions are identical with the corresponding instruments of a DVD Collection, i.e., they contain exactly the same samples, Patches, Matrices and Presets as the latter without any restrictions.

Installing a Download Instrument's Full version copies that instrument's sample content to a separate folder on your hard disk, so that it is not necessary to keep its Standard version installed – you may either delete it from your hard disk or at least remove it from the Directory Manager's list of activated instruments. In the Vienna Instruments Browser, the path of the Full version will be the same as that of the corresponding DVD Instrument, so that you can still see both versions as separate entries if you keep the Standard version installed.

Data paths and Patch name conventions

Since the Full versions of Download Instruments conform to the corresponding DVD Instruments, the data paths in your Vienna Instruments browser will be different than those of Standard Download or Special Edition Instruments. For instance, the path of the Standard Download Library of Flute 1 is "02D Flute-1", and all Patches can be found in this folder regardless of the articulation group they belong to. The Patch number is also marked with a "D" so that you immediately know it is a Download Instrument. In the Vienna Special Edition, Flute 1 is located in the folder "11 Flutes" together with the other flutes. Here, the Patch number is marked with an "S". The Full Download of Flute 1 is located in the subfolder "32 Flute" of the section "Woodwind Patches", which again contains subfolders grouping the Patches according to type, e.g., "01 SHORT + LONG NOTES", "02 DYNAMICS", etc. Patch names of the Full Download Library may differ from the corresponding ones of the Standard Download Library.

While Full Download Instruments contain all articulations of the corresponding DVD Instruments, their Patches are not divided into Standard and Extended content. The list of articulations further down which gives a summary of the Library's contents.

Special Patch configurations which sometimes are part of a Standard Download Instrument may be found in a reserved folder called "98 RESOURCES" in the Full Instrument. E.g., Flute 1 Standard contains the Patch "22D FL1 legato-sus"; in Flute 1 Full, this Patch is called "01 FL1_perf_leg_sustain" and is located in the Resources' subfolder "03 Perf Speed variation". (Apart from that, it also contains more samples.) Other articulations that can be found in the Resources folder are isolated dynamics repetitions in the subfolder "01 Perf Rep dyn" – e.g., the five repetitions of a legato crescendo, divided into separate Patches – and extracted velocity layers of sustained notes in the subfolder "02 Long Notes – Single Layer".

Patch information

The Patch information includes articulation type, playing range, number of samples used, RAM requirements, the number of velocity layers and alternations, AB switching possibilities, etc., as well as Patch specific information if necessary.

Where the type of articulation requires a special mapping (e.g., natural harmonics patches), the mapping layout will be shown in a detailed graphic.

Major and minor runs are always mapped to the keys of their scale, as are **arpeggios** to the keys of the broken chord played. **Grace notes** and **mordents** are mapped to their target note, i.e., the note the articulation ends with. Due to their nature, all **upward and downward articulations** (e.g., fixed glissandos and octave runs) have different mapping ranges – the upward movements ending the involved interval below the Patch's upper mapping range, while downward movements end the interval above its lower mapping range. (Please note that not all of the articulations mentioned above may be contained in your Collection.)

The Patch information also lists a Patch's velocity layers in detail. Velocity layer switches generally are the same for patches with the same number of layers but may occasionally be adapted to the instrument's requirements:

Layers	Layer 1	Layer 2	Layer 3	Layer 4	Layer 5	Layer 6
2	1–88	89–127				
3	1–55	56–88	89–127			
4	1–55	56–88	89–108	109-127		
5	1–24	25–55	56–88	89–108	109–127	
6	1–24	25–55	56–88	89–108	109–118	119–127

Interval performances

Interval performances are one of the outstanding features of our Vienna Instruments. They allow you to play authentic legato without any programming tricks. In our Silent Stage, all intervals from minor second to the octave were recorded for every instrument – up and down, of course; that makes 24 interval samples per note for one velocity alone! When you load an interval performance Patch and play a line on your keyboard, the software automatically joins the right samples with their interval transitions again, and you hear a perfect legato. By the way, this technique is not only used for legato but also for other articulations like the strings' portamento, marcato, or détaché and spiccato articulations.

Interval performances also contain at least two legato repetitions for every note which alternate automatically whenever you strike a key more than once. There also are preconfigured thresholds for legato and repetition notes: The legato threshold – i.e., the maximum break between notes where legato is played – is 50 ms. Otherwise, a sustained starting note will sound so that you can easily start a new phrase without leaving the legato Patch. For note repetitions, the threshold is 200 ms: a break up to that duration will yield a legato repetition; if the break is longer, a new starting note. But of course, it's mingling legato with other articulations which makes a piece really come alive.

Due to their nature, all interval performances are monophonic; otherwise, the software would have to be able to decide which source note belongs to which target note. To circumvent this, you can open two VI instances of the same instrument on separate MIDI tracks without any additional strain on your RAM.

Note: the Vienna Instruments PRO player software also allows you to play polyphonic Interval performances.

Another variety of interval performance you will come across is the "perf-leg_sus" Patch. These Patches also contain normal legatos, only the target note of each interval is crossfaded into a looped sustain. They can be used for slower pieces with long notes; however, you should use them with circumspection, since plain legatos sound more lively because they not only render the interval transitions as they were played, but also have different target samples for every interval instead of the same sustained note: When you play, e.g., c–e and then c#–e with normal legato, you will get two different "e" tones; with sus-legato you won't.

Matrix information

Each Matrix listing contains information regarding the Patches used for the Matrix, the number of horizontal and vertical dimensions, and switching properties. A mapping table shows the Cell positions for each of the Matrix' Patches.

A/B switching normally is set to A0 for upward/crescendo, and B0 for downward/diminuendo. However, some bass instruments go below that range so that the A/B keys have to be adapted accordingly. For example, the A/B switches for double bass are A0 and A#0 because the instrument's lower range extends to B0.

In order to facilitate working with **MIDI controller switches** like the Modulation wheel, the switching positions are not distributed equally across the controller range if they control more than two Matrix rows or columns; generally, the switching range will be narrower at the extreme positions because they are easy to set, and wider in the middle where it is harder to find the desired setting.

Speed controller switches naturally are adjusted to the Patches involved, and have been tested carefully as to their playability. However, if you find that they do not fit your playing, or want to try out other settings, you can change this as well as any other controller's settings at the **Control edit** page, and save the result in your Custom Matrix folder.

Preset information

The Preset information lists the Matrices used in the Preset as well as its keyswitches. All other information can be gathered from the Matrix and Patch listings, so there's not really much to say here. Please note that the Matrices of a Preset can also be switched with MIDI Program Changes (VI: 101–112; VI PRO: 1–127) instead of keyboard notes, and if you like to keep your keyboard free for playing instead of switching, you can disable Preset keyswitching and only use MIDI Program Changes. Vienna Instruments PRO also allows you to define a MIDI Control for Preset keyswitching.

Abbreviations

Here's a list of abbreviations in Patch names, which will help you to determine a Patch's content even without the help of the Vienna Instruments browser. Please note that not all of the abbreviations may occur in the manual on hand.

Abbreviation	Meaning	Abbreviation	Meaning
+	faster articulation (runs and arpeggios)	lo	long
		ma	major
150, 160, …	150, 160, … BPM (beats per minute)	marc	marcato
1s, 2s, …	tone length 1 sec., 2 sec., …	me	medium
acc	accelerando	mi	minor
all	combination of all Patches of a category	mord	mordent
		mu	muted
arp	arpeggio	muA, muB	muted, variation A/B
blare	"blared" tones (horn)	nA	normal attack
cre	crescendo	noVib	without vibrato
dim	diminuendo	perf-rep	repetition performance
dm	diminished (arpeggios)	por	portato
dyn	dynamics (crescendo and diminuendo)	run	octave run
		sA	soft attack
dyn5, dyn9	dynamics, 5/9 repetitions	sl	slow
fa	fast	sta, stac	staccato
faT	fast triplets	sto	stopped (horns)
fA	fast attack	str	strong
fA_auto	attack automation (normal/fast attack)	sus	sustained
		T	triplets
fast-rep	fast repetitions	tune	"tuning in" articulation
flatter	flutter tonguing	UB	upbeat
fx	effect sound	UB-a1, -a2	1, 2 upbeats
gliss	glissando	v1, v2 …	1st, 2nd, … variation
hA	hard attack	Vib	with (medium) vibrato
leg	legato	Vib-progr	progressive vibrato
li	light	XF	cell crossfade Matrix

Articulations

54 Horn-Vienna	
01 SHORT + LONG NOTES	Staccato Portato short, with normal and soft attack Portato medium, normal and soft attack Portato long, with and without vibrato, marcato, and blared Sustained with and without vibrato Sustained, blared
02 DYNAMICS	Light crescendo and diminuendo without vibrato, 1, 1.5, 2, 3, 4, and 6 sec. Medium crescendo and diminuendo with vibrato, 4 and 6 sec.; without vibrato, 1, 1.5, 2, 3, 4, and 6 sec. Strong crescendo and diminuendo without vibrato, 2, 3, 4, and 6 sec. pfp without vibrato, 6 (2 variations) and 8 sec. Fortepiano, sforzato and sforzatissimo
03 FLATTER + TRILLS	Flutter tonguing normal and crescendo Trills, minor and major 2nd Lip trills
04 STOPPED	Staccato Portato medium and long Sustained Crescendo and diminuendo, 1, 1.5, 2, 3, 4, and 6 sec. Fortepiano, sforzato, and sforzatissimo
10 PERF INTERVAL	Legato with and without vibrato, normal and with sustain crossfading Marcato
11 PERF INTERVAL FAST	Legato Marcato
12 PERF TRILL	Trills, legato, minor to major 2nd
13 PERF REPETITION	Legato slow, medium and fast Portato Staccato slow and fast
14 FAST REPETITION	Staccato, 9 repetitions, 150 to 190 BPM Normal and dynamics
15 UPBEAT REPETITION	1 upbeat, 90–140, 160, and 180 BPM 2 and 3 upbeats, 90–140, 160, 180, and 200 BPM
16 GRACE NOTES	Grace notes, minor and major 2nd, up and down
17 GLISSANDI	Performance glissandos, minor 3rd to octave, fast, up and down; slow, up Fixed glissandos, 4th to octave, slow, up and down; fast, up

The orchestra

There are several ways of setting up an orchestra, depending on the era of the piece played, the type of the piece and the instruments it requires, and even on the preference of the conductor. The figure below shows one of the more common setups, which can be taken as a guideline for mixing a composition, properly positioning the instruments in the stereo field and adding reverb according to the size of the concert hall you want your piece to be played in.
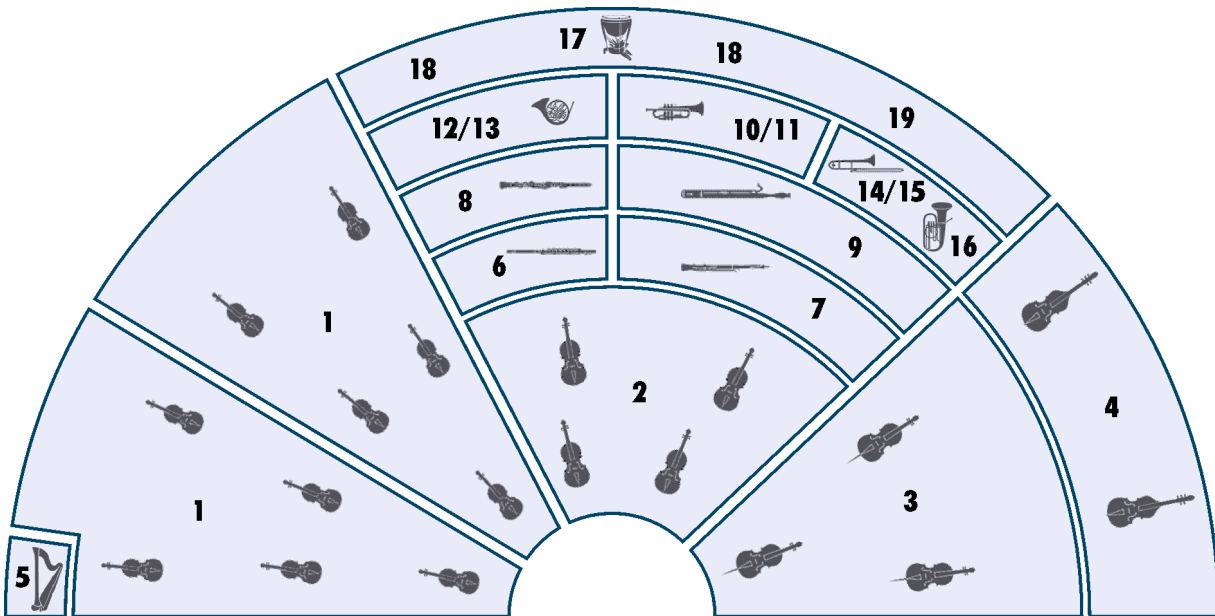
1	1st and 2nd violin	9	Bassoon, contrabassoon
2	Viola	10/11	Trumpet
3	Cello	12/13	Horn
4	Double bass	14/15	Trombone
5	Harp	16	Tuba
6	Concert flute, piccolo	17	Timpani
7	Oboe, English horn	18	Drums, cymbals
8	Clarinet, bass clarinet	19	other percussion instruments

Pitch

For designating pitch, the Vienna Symphonic Library uses International Pitch Notation (IPN), which was agreed upon internationally under the auspices of the Acoustical Society of America. In this system the international standard of A=440 Hz is called A4 and middle C is C4. All pitches are written as capital letters, their respective octave being indicated by a number next to it. The lowest C on the piano is C1 (the A below that is A0), etc.

You can tune your Vienna Instruments to other players, or adjust it to tunings of earlier musical periods by setting the Perform page's Master Tune option within a range of 420 to 460 Hz.

54 Horn-Vienna

The Instrument

Description

The French horn in F is a brass wind instrument with a funnel-shaped mouthpiece.

In the 19th century it became the most important wind instrument in the Romantic orchestra. The brass section of the modern orchestra usually uses four horns, especially large sections may even have six or eight horns.

Range and notation

The horn in F has a range from B1–F5.

It is notated in F; in bass clef and treble clef it is written a fifth higher than it sounds.

Sound characteristics

Full, warm, velvety, clear, bright, intense, heroic, distant, mellow, metallic, powerful, expressive, resounding, sonorous.

Low notes are most effective played *piano*, when forced they take on a slightly rough tone. Ideal for the performance of thematic tasks.

The notes in the middle register sound mellow, full and resounding.

The high notes are soft as velvet, bright and very intense, brilliant. This characteristic horn sound develops best around C5.

Combination with other instruments

The horn blends with all the instrument groups in the orchestra better than any other instrument.

Played together with other brass instruments the horn loses its mellow euphony, for cup and funnel-shaped mouthpieces mutually cancel out their characteristic sounds.

Of the woodwinds, the clarinet and bassoon blend very well with the horn.

Strings combined with horns blend into a homogeneous overall sound.

Patches

01 SHORT + LONG NOTES	Range: A#1–F5		

01 HO1_staccato Samples: 438 RAM: 27 MB

Staccato
5 velocity layers
4 Alternations

02 HO1_portato_short Samples: 332 RAM: 20 MB

Portato, short
4 velocity layers
4 Alternations

03 HO1_portato_short_soft Samples: 318 RAM: 19 MB

Portato, short, soft attack
4 velocity layers
4 Alternations

04 HO1_portato_medium Samples: 454 RAM: 28 MB

Portato, medium
6 velocity layers
4 Alternations

05 HO1_portato_medium_soft Samples: 472 RAM: 29 MB

Portato, medium, soft attack
6 velocity layers
4 Alternations

06 HO1_portato_long_Vib Range: G2–F5 Samples: 225 RAM: 14 MB

Portato, long, with vibrato
4 velocity layers
Release samples
2 Alternations

07 HO1_portato_long_noVib Samples: 388 RAM: 24 MB

Portato, long, without vibrato
6 velocity layers
Release samples
2 Alternations

08 HO1_portato_long_marc Samples: 316 RAM: 19 MB

Portato, long, marcato
4 velocity layers
Release samples
2 Alternations

| **09 HO1_portato_long_blare** | **Range: D2–F5** | **Samples: 80** | **RAM: 5 MB** |

Portato, long, blared
Please note that due to an oversight the Patch description in the software's Central Info Screen says "blurred" instead of "blared".
1 velocity layer
Release samples
2 Alternations

| **21 HO1_sus_Vib** | **Range: G2–D5** | **Samples: 219** | **RAM: 13 MB** |

Sustained, with vibrato
4 velocity layers
Release samples

| **22 HO1_sus_noVib** | | **Samples: 384** | **RAM: 24 MB** |

Sustained, without vibrato
6 velocity layers
Release samples

| **23 HO1_sus_blare** | **Range: D2–F5** | **Samples: 117** | **RAM: 7 MB** |

Sustained, blared
2 velocity layers
Release samples
2 Alternations

| **02 DYNAMICS** | **Range: G2–D5** | |

| **01 HO1_dyn-li_noVib_1s** | | **Samples: 200** | **RAM: 12 MB** |

Light crescendo and diminuendo, without vibrato, 1 sec.
4 velocity layers
AB switch: crescendo/diminuendo

| **02 HO1_dyn-li_noVib_1'5s** | | **Samples: 200** | **RAM: 12 MB** |

Light crescendo and diminuendo, without vibrato, 1.5 sec.
4 velocity layers
AB switch: crescendo/diminuendo

| **03 HO1_dyn-li_noVib_2s** | | **Samples: 199** | **RAM: 12 MB** |

Light crescendo and diminuendo, without vibrato, 2 sec.
4 velocity layers
AB switch: crescendo/diminuendo

| **04 HO1_dyn-li_noVib_3s** | | **Samples: 199** | **RAM: 12 MB** |

Light crescendo and diminuendo, without vibrato, 3 sec.
4 velocity layers
AB switch: crescendo/diminuendo

05 HO1_dyn-li_noVib_4s		**Samples: 174**	**RAM: 10 MB**

Light crescendo and diminuendo, without vibrato, 4 sec.
4 velocity layers
AB switch: crescendo/diminuendo

06 HO1_dyn-li_noVib_6s	**Range: A#2–D5**	**Samples: 175**	**RAM: 10 MB**

Light crescendo and diminuendo, without vibrato, 6 sec.
4 velocity layers
AB switch: crescendo/diminuendo

11 HO1_dyn-me_Vib_4s		**Samples: 100**	**RAM: 6 MB**

Medium crescendo and diminuendo, with vibrato, 4 sec.
2 velocity layers
AB switch: crescendo/diminuendo

12 HO1_dyn-me_Vib_6s	**Range: G2–F5**	**Samples: 60**	**RAM: 3 MB**

Medium crescendo and diminuendo, with vibrato, 6 sec.
1 velocity layer
AB switch: crescendo/diminuendo

21 HO1_dyn-me_noVib_1s		**Samples: 100**	**RAM: 6 MB**

Medium crescendo and diminuendo, without vibrato, 1 sec.
2 velocity layers
AB switch: crescendo/diminuendo

22 HO1_dyn-me_noVib_1'5s		**Samples: 100**	**RAM: 6 MB**

Medium crescendo and diminuendo, without vibrato, 1.5 sec.
2 velocity layers
AB switch: crescendo/diminuendo

23 HO1_dyn-me_noVib_2s		**Samples: 100**	**RAM: 6 MB**

Medium crescendo and diminuendo, without vibrato, 2 sec.
2 velocity layers
AB switch: crescendo/diminuendo

24 HO1_dyn-me_noVib_3s		**Samples: 100**	**RAM: 6 MB**

Medium crescendo and diminuendo, without vibrato, 3 sec.
2 velocity layers
AB switch: crescendo/diminuendo

25 HO1_dyn-me_noVib_4s		**Samples: 99**	**RAM: 6 MB**

Medium crescendo and diminuendo, without vibrato, 4 sec.
2 velocity layers
AB switch: crescendo/diminuendo

26 HO1_dyn-me_noVib_6s		**Samples: 99**	**RAM: 6 MB**

Medium crescendo and diminuendo, without vibrato, 6 sec.
2 velocity layers
AB switch: crescendo/diminuendo

31 HO1_dyn-str_noVib_2s	**Range: G2–F#5**	**Samples: 61**	**RAM: 3 MB**

Strong crescendo and diminuendo, without vibrato, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

32 HO1_dyn-str_noVib_3s	**Range: G2–F#5**	**Samples: 61**	**RAM: 3 MB**

Strong crescendo and diminuendo, without vibrato, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

33 HO1_dyn-str_noVib_4s		**Samples: 50**	**RAM: 3 MB**

Strong crescendo and diminuendo, without vibrato, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

34 HO1_dyn-str_noVib_6s		**Samples: 50**	**RAM: 3 MB**

Strong crescendo and diminuendo, without vibrato, 6 sec.
1 velocity layer
AB switch: crescendo/diminuendo

41 HO1_pfp_noVib_6s-v1		**Samples: 50**	**RAM: 3 MB**

Crescendo-diminuendo without vibrato, 6 sec., var. 1
2 velocity layers

42 HO1_pfp_noVib_6s-v2		**Samples: 25**	**RAM: 1 MB**

Crescendo-diminuendo without vibrato, 6 sec., var. 2
1 velocity layer

43 HO1_pfp_noVib_8s		**Samples: 50**	**RAM: 3 MB**

Crescendo-diminuendo without vibrato, 8 sec.
2 velocity layers

51 HO1_fp		**Samples: 25**	**RAM: 1 MB**

Fortepiano
1 velocity layer
2 Alternations

52 HO1_sfz		**Samples: 25**	**RAM: 1 MB**

Sforzato
1 velocity layer
2 Alternations

53 HO1_sffz	**Range: G2–F5**	**Samples: 30**	**RAM: 1 MB**

Sforzatissimo
1 velocity layer
2 Alternations

03 FLATTER + TRILLS   Range: G2–D5

01 HO1_flatter		**Samples: 50**	**RAM: 3 MB**

Flutter tonguing
1 velocity layer
Release samples

02 HO1_flatter_cre		**Samples: 25**	**RAM: 1 MB**

Flutter tonguing, crescendo
1 velocity layer

11 HO1_trill_1		**Samples: 100**	**RAM: 6 MB**

Trills, minor 2nd
2 velocity layers
Release samples

12 HO1_trill_2		**Samples: 48**	**RAM: 3 MB**

Trills, major 2nd
2 velocity layers
Release samples

13 HO1_trill_lip	**Range: G3–D5**	**Samples: 52**	**RAM: 3 MB**

Lip trills
2 velocity layers
Release samples

04 STOPPED   Range: G2–F5

01 HO1_sto_staccato		**Samples: 180**	**RAM: 11 MB**

Staccato
3 velocity layers
4 Alternations

02 HO1_sto_portato_medium		**Samples: 180**	**RAM: 11 MB**

Portato, medium
3 velocity layers
4 Alternations

03 HO1_sto_portato_long		**Samples: 180**	**RAM: 11 MB**

Portato, long
3 velocity layers
Release samples
2 Alternations

04 HO1_sto_sus		**Samples: 180**	**RAM: 11 MB**

Sustained
3 velocity layers
Release samples

11 HO1_sto_dyn_1s	**Samples: 60**	**RAM: 3 MB**

Crescendo and diminuendo, 1 sec.
1 velocity layer
AB switch: crescendo/diminuendo

12 HO1_sto_dyn_1'5s	**Samples: 60**	**RAM: 3 MB**

Crescendo and diminuendo, 1.5 sec.
1 velocity layer
AB switch: crescendo/diminuendo

13 HO1_sto_dyn_2s	**Samples: 60**	**RAM: 3 MB**

Crescendo and diminuendo, 2 sec.
1 velocity layer
AB switch: crescendo/diminuendo

14 HO1_sto_dyn_3s	**Samples: 60**	**RAM: 3 MB**

Crescendo and diminuendo, 3 sec.
1 velocity layer
AB switch: crescendo/diminuendo

15 HO1_sto_dyn_4s	**Samples: 60**	**RAM: 3 MB**

Crescendo and diminuendo, 4 sec.
1 velocity layer
AB switch: crescendo/diminuendo

16 HO1_sto_dyn_6s	**Samples: 60**	**RAM: 3 MB**

Crescendo and diminuendo, 6 sec.
1 velocity layer
AB switch: crescendo/diminuendo

17 HO1_sto_fp	**Samples: 30**	**RAM: 1 MB**

Fortepiano
1 velocity layer
2 Alternations

18 HO1_sto_sfz	**Samples: 30**	**RAM: 1 MB**

Sforzato
1 velocity layer
2 Alternations

19 HO1_sto_sffz	**Samples: 30**	**RAM: 1 MB**

Sforzatissimo
1 velocity layer
2 Alternations

10 PERF INTERVAL   Range: G2–F5

01 HO1_perf-legato_noVib   **Samples: 1038   RAM: 64 MB**

Legato, without vibrato
3 velocity layers
Release samples

02 HO1_perf-legato_noVib_sus   **Samples: 1038   RAM: 64 MB**

Legato, without vibrato
Sustain crossfading
3 velocity layers
Release samples

03 HO1_perf-legato_Vib_sus   Range: G2–D#5   **Samples: 1047   RAM: 65 MB**

Legato, with vibrato
Sustain crossfading
3 velocity layers
Release samples

04 HO1_perf-marcato   Range: G2–E5   **Samples: 1125   RAM: 70 MB**

Marcato
3 velocity layers
Release samples

11 PERF INTERVAL FAST   Range: G2–F5

01 HO1_perf-legato_fa   **Samples: 848   RAM: 53 MB**

Legato, fast
2 velocity layers
Release samples

02 HO1_perf-marcato_fa   **Samples: 1100   RAM: 68 MB**

Marcato, fast
3 velocity layers
Release samples

12 PERF TRILL   Range: G2–E5

01 HO1_perf-trill   **Samples: 1291   RAM: 80 MB**

Performance trills, legato, minor to major 2nd
2 velocity layers
Release samples

13 PERF REPETITION	Range: C2–D5		

01 HO1_perf-rep_leg-sl | | Samples: 306 | RAM: 19 MB

Legato, slow
3 velocity layers

02 HO1_perf-rep_leg-me | | Samples: 306 | RAM: 19 MB

Legato, medium
3 velocity layers

03 HO1_perf-rep_leg-fa | | Samples: 306 | RAM: 19 MB

Legato, fast
3 velocity layers

04 HO1_perf-rep_por | | Samples: 459 | RAM: 28 MB

Portato
3 velocity layers

05 HO1_perf-rep_sta-sl | | Samples: 459 | RAM: 28 MB

Staccato, slow
3 velocity layers

06 HO1_perf-rep_sta-fa | | Samples: 459 | RAM: 28 MB

Staccato, fast
3 velocity layers

21 HO1_perf-rep_dyn6_leg-sl | | Samples: 204 | RAM: 12 MB

Legato dynamics, slow, 6 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

22 HO1_perf-rep_dyn6_leg-me | | Samples: 204 | RAM: 12 MB

Legato dynamics, medium, 6 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

23 HO1_perf-rep_dyn6_leg-fa | | Samples: 204 | RAM: 12 MB

Legato dynamics, fast, 6 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

24 HO1_perf-rep_dyn9_por | | Samples: 306 | RAM: 19 MB

Portato dynamics, 9 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

25 HO1_perf-rep_dyn9_sta-sl | | Samples: 306 | RAM: 19 MB

Staccato dynamics, slow, 9 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

| **26 HO1_perf-rep_dyn9_sta-fa** | **Range: C2–F5** | **Samples: 342** | **RAM: 21 MB** |

Staccato dynamics, fast, 9 repetitions
1 velocity layer
AB switch: crescendo/diminuendo

| **14 FAST REPETITION** | **Range: D2–D5** | | |

| **01 HO1_fast-rep_150 (160/170/180/190)** | | **Samples: 192** | **RAM: 12 MB** |

Fast repetitions: 150–190 BPM
3 velocity layers
Release samples

| **11 HO1_fast-rep_150_dyn (160/170/180/190)** | | **Samples: 64** | **RAM: 4 MB** |

Fast repetitions
Dynamics, 150–190 BPM
1 velocity layer
AB switch: crescendo/diminuendo

15 UPBEAT REPETITION

| **A Single Upbeat** | **Range: D2–D5** | | |

| **01 HO1_UB-a1_90 (100/110/120/130/140/160/180)** | | **Samples: 96** | **RAM: 6 MB** |

1 upbeat, 90–140, 160, and 180 BPM
3 velocity layers

| **B Double Upbeats** | **Range: D2–D5** | | |

| **01 HO1_UB-a2_90 (100/110/120/130/140/160/180/200)** | | **Samples: 96** | **RAM: 6 MB** |

2 upbeats, 90–140, 160, 180, and 200 BPM
3 velocity layers

| **C Triple Upbeats** | **Range: D2–D5** | | |

| **01 HO1_UB-a3_90 (100/110/120/130/140/160/180/200)** | | **Samples: 96** | **RAM: 6 MB** |

3 upbeats, 90–140, 160, 180, and 200 BPM
3 velocity layers

16 GRACE NOTES   Range: G2–E5

The samples are mapped to their target notes.

01 HO1_grace-1		**Samples: 322**	**RAM: 20 MB**

Grace notes, minor 2nd
3 velocity layers
Release samples
AB switch: up/down

02 HO1_grace-2		**Samples: 322**	**RAM: 20 MB**

Grace notes, major 2nd
3 velocity layers
Release samples
AB switch: up/down

17 GLISSANDI

Please note that fixed glissandos have different tone ranges for up and down glissandos

01 HO1_perf-gliss_fa	**Range: G3–F5**	**Samples: 253**	**RAM: 15 MB**

Glissando, fast, minor 3rd to octave
1 velocity layer
Release samples

02 HO1_perf-gliss_sl-up	**Range: G2–F5**	**Samples: 850**	**RAM: 53 MB**

Glissando, slow, up, minor 3rd to octave
2 velocity layers
Release samples

11 HO1_gliss-sl-5	**Range: G3–F5**	**Samples: 26**	**RAM: 1 MB**

Glissando, slow, 4th
1 velocity layer
AB switch: up/down

12 HO1_gliss-sl-6	**Range: G3–F5**	**Samples: 22**	**RAM: 1 MB**

Glissando, slow, diminished 5th
1 velocity layer
AB switch: up/down

13 HO1_gliss-sl-7	**Range: G3–F#5**	**Samples: 22**	**RAM: 1 MB**

Glissando, slow, 5th
1 velocity layer
AB switch: up/down

14 HO1_gliss-sl-8	**Range: G3–F5**	**Samples: 18**	**RAM: 1 MB**

Glissando, slow, minor 6th
1 velocity layer
AB switch: up/down

15 HO1_gliss-sl-9 Range: G3–F#5 Samples: 18 RAM: 1 MB

Glissando, slow, major 6th
1 velocity layer
AB switch: up/down

16 HO1_gliss-sl-10 Range: G3–G5 Samples: 18 RAM: 1 MB

Glissando, slow, minor 7th
1 velocity layer
AB switch: up/down

17 HO1_gliss-sl-11 Range: G3–F5 Samples: 12 RAM: 1 MB

Glissando, slow, major 7th
1 velocity layer
AB switch: up/down

18 HO1_gliss-sl-12 Range: G3–F#5 Samples: 12 RAM: 1 MB

Glissando, slow, octave
1 velocity layer
AB switch: up/down

21 HO1_gliss-fa-5 Range: G2–C5 Samples: 50 RAM: 3 MB

Glissando, fast, up, 4th
2 velocity layers

22 HO1_gliss-fa-6 Range: G2–B4 Samples: 46 RAM: 2 MB

Glissando, fast, up, diminished 5th
2 velocity layers

23 HO1_gliss-fa-7 Range: G2–A#4 Samples: 42 RAM: 2 MB

Glissando, fast, up, 5th
2 velocity layers

24 HO1_gliss-fa-8 Range: G2–G#4 Samples: 42 RAM: 2 MB

Glissando, fast, up, minor 6th
2 velocity layers

25 HO1_gliss-fa-9 Range: G2–A4 Samples: 42 RAM: 2 MB

Glissando, fast, up, major 6th
2 velocity layers

26 HO1_gliss-fa-10 Range: G2–G#4 Samples: 42 RAM: 2 MB

Glissando, fast, up, minor 7th
2 velocity layers

27 HO1_gliss-fa-11 Range: G2–F#4 Samples: 36 RAM: 2 MB

Glissando, fast, up, major 7th
2 velocity layers

28 HO1_gliss-fa-12 Range: G2–F4 Samples: 36 RAM: 2 MB

Glissando, fast, up, octave
2 velocity layers

98 RESOURCES

Isolated dynamics repetitions: Legato slow and fast, portato, staccato
Single layer long notes

01 Perf Rep dyn	Range: C2–D5		

01 HO1_rep_cre6_leg-sl-1 (2/3/4/5/6)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions
Legato, slow, crescendo, 1st to 6th note
1 velocity layer

01 HO1_rep_dim6_leg-sl-1 (2/3/4/5/6)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions
Legato, slow, diminuendo, 1st to 6th note
1 velocity layer

02 HO1_rep_cre6_leg-fa-1 (2/3/4/5/6)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions
Legato, fast, crescendo, 1st to 6th note
1 velocity layer

02 HO1_rep_dim6_leg-fa-1 (2/3/4/5/6)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions
Legato, fast, diminuendo, 1st to 6th note
1 velocity layer

03 HO1_rep_cre9_por-1 (2/3/4/5/6/7/8/9)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions: Portato, crescendo, 1st to 9th note
1 velocity layer

03 HO1_rep_dim9_por-1 (2/3/4/5/6/7/8/9)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions: Portato, diminuendo, 1st to 9th note
1 velocity layer

04 HO1_rep_cre9_sta-1 (2/3/4/5/6/7/8/9)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions: Staccato, crescendo, 1st to 9th note
1 velocity layer

04 HO1_rep_dim9_sta-1 (2/3/4/5/6/7/8/9)
Samples: 17 | **RAM: 1 MB**

Extracted repetitions: Staccato, diminuendo, 1st to 9th note
1 velocity layer

02 Long Notes - Single Layer	Range: A#1–F5		

01 HO1_sus_pp_noVib
Samples: 86 | **RAM: 5 MB**

Sustained, pianissimo, without vibrato
1 velocity layer
Release samples

02 HO1_sus_p_noVib	**Samples: 86**	**RAM: 5 MB**

Sustained, piano, without vibrato
1 velocity layer
Release samples

03 HO1_sus_mp_noVib	**Samples: 86**	**RAM: 5 MB**

Sustained, mezzopiano, without vibrato
1 velocity layer
Release samples

04 HO1_sus_mf_noVib	**Samples: 86**	**RAM: 5 MB**

Sustained, mezzoforte, without vibrato
1 velocity layer
Release samples

05 HO1_sus_f_noVib	**Samples: 86**	**RAM: 5 MB**

Sustained, forte, without vibrato
1 velocity layer
Release samples

06 HO1_sus_ff_noVib	**Samples: 86**	**RAM: 5 MB**

Sustained, fortissimo, without vibrato
1 velocity layer
Release samples

99 RELEASE

This section contains release samples for various patches of the other sections. Please do not try to load them into a Vienna Instruments matrix – you will not be able to hear anything when you try to play them.

Matrices

Matrix - LEVEL 1

L1 HO1 Articulation Combi   Samples: 1631   RAM: 101 MB

Single note articulations
Staccato, portato short, sustained with and without vibrato, crescendo-diminuendo without vibrato 6 and 8 sec., fortepiano
and sforzato, flutter tonguing normal and crescendo, trills half and whole tone

Matrix switches: Horizontal: Keyswitches, C1–F1   Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1
V1	stac	sus vib.	pfp no vib. 6s.	fp	flutter	trill half
V2	port. short	sus no vib.	pfp no vib. 8s.	sfz	flutter cres.	trill whole

L1 HO1 Perf-Legato Speed   Samples: 1266   RAM: 79 MB

Interval performances
Legato with sustain crossfading, normal without vibrato, and fast
Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 3 zones

	H1	H2	H3
legato	sus-XF	normal no vib.	fast

L1 HO1 Perf-Repetitions Combi   Samples: 1224   RAM: 76 MB

Repetition performances
Legato medium
Portato
Staccato fast

Matrix switches: Vertical: Modwheel, 3 zones

	repetitions
V1	legato medium
V2	portato
V3	staccato fast

Matrix - LEVEL 2 A - Advanced

01 HO1 Perf-Universal   Samples: 2438   RAM: 152 MB

Interval performances
Legato with sustain crossfading, normal without vibrato, and fast
Marcato normal and fast
Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 3 zones   Vertical: Modwheel, 2 zones

	H1	H2	H3
legato	sus-XF	normal no vib.	fast
marcato	normal	normal	fast

02 HO1 Perf-Trill Speed   **Samples: 1710   RAM: 106 MB**

Multi interval performances
Legato without vibrato and trills
Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
V1	legato no vib.	trills

03 HO1 Short+Long notes   **Samples: 2056   RAM: 128 MB**

Single notes
Staccato, portato short and medium, portato long with and without vibrato
Sustained with and without vibrato

Matrix switches: Horizontal: Keyswitches, C1–E1   Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1
V1	staccato	port. short	port.med.	port.long vib.	sus. vib.
V2	%	%	%	port.long no vib.	sus. no vib.

Matrix - LEVEL 2 B - Standard

11 HO1 Perf-Legato Speed   **Samples: 1266   RAM: 79 MB**

Interval performances
Legato with sustain crossfading, normal without vibrato, and fast
Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 3 zones

	H1	H2	H3
legato	sus-XF	normal no vib.	fast

12 HO1 Perf-Marcato Speed   **Samples: 1352   RAM: 84 MB**

Interval performances^mMarcato normal and fast
Monophonic, Speed controller

Matrix switches: Horizontal: Speed, 2 zones

	H1	H2
marcato	normal	fast

13 HO1 Short notes   **Samples: 2564   RAM: 160 MB**

Single notes
Staccato, portato short and medium with normal and soft attack, and portato long without vibrato and marcato

Matrix switches: Horizontal: Keyswitches, C1–F#1

	C1	C#1	D1	D#1	E1	F1	F#1
V1	staccato	port.short norm.	port.short soft	port.med. norm.	port.med. soft	port.long no vib.	port.long marcato

14 HO1 Long notes - All   **Samples: 562   RAM: 35 MB**

Single notes
Sustained with and without vibrato, and blared

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
sustained	vibrato	no vibrato	blared

15 HO1 Dynamics - Small   **Samples: 379   RAM: 23 MB**

Dynamics
Medium crescendo and diminuendo without vibrato, 2, 3, and 4 sec.
Fortepiano, sforzato, sforzatissimo

Matrix switches: Horizontal: Keyswitches, C1–D1   Vertical: Modwheel, 4 zones

	C1	C#1	D1
dyn.med. no vib.	2 sec.	3 sec.	4 sec.
fp	%	%	%
sfz	%	%	%
sffz	%	%	%

16 HO1 Dynamics - Large   **Samples: 1572   RAM: 98 MB**

Dynamics
Light, medium, and strong crescendo and diminuendo without vibrato, 2, 3, 4, and 6 sec.
Crescendo-diminuendo without vibrato, 6 (2 variations) and 8 sec.
Fortepiano, sforzato, sforzatissimo

Matrix switches: Horizontal: Keyswitches, C1–D#1   Vertical: Modwheel, 5 zones

	C1	C#1	D1	D#1
dyn.light no vib.	2 sec.	3 sec.	4 sec.	6 sec.
dyn.med. no vib.	2 sec.	3 sec.	4 sec.	6 sec.
dyn.str. no vib.	2 sec.	3 sec.	4 sec.	6 sec.
pfp no vib.	6 sec. v.1	6 sec. v.2	8 sec.	8 sec.
fp/sfz/sffz	fp	sfz	sffz	sffz

17 HO1 Flatter   **Samples: 75   RAM: 4 MB**

Flutter tonguing
Normal, crescendo, and normal/crescendo with Cell crossfading

Matrix switches: Horizontal: Keyswitches, C1–D1

	C1	C#1	D1
flutter	normal	crescendo	Cell XF

18 HO1 Trills - All   **Samples: 200   RAM: 12 MB**

Trills normal, minor and major 2nd
Lip trills

Matrix switches: Horizontal: Keyswitches, C1–C#1   Vertical: Modwheel, 2 zones

	C1	C#1
V1	min 2nd	lip trills
V2	maj. 2nd	lip trills

19 HO1 Stopped Short+Long   **Samples: 630   RAM: 39 MB**

Single notes, stopped
Staccato, portato medium and long, sustained

Matrix switches: Horizontal: Keyswitches, C1–D#1

	C1	C#1	D1	D#1
V1	staccato	port. medium	port. long	sustained

20 HO1 Stopped Dynamics   **Samples: 330   RAM: 20 MB**

Dynamics, stopped
Crescendo and diminuendo, 2, 3, 4, and 6 sec.
Fortepiano, sforzato, sforzatissimo

Matrix switches: Horizontal: Keyswitches, C1–D#1   Vertical: Modwheel, 4 zones

	C1	C#1	D1	D#1
Cres/dim	2 sec.	3 sec.	4 sec.	6 sec.
fp	%	%	%	%
sfz	%	%	%	%
sffz	%	%	%	%

Matrix - LEVEL 2 C - Repetitions

31 HO1 Perf-Repetitions - Combi   **Samples: 1989   RAM: 124 MB**

Repetition performances
Legato slow and medium, portato, and staccato slow and fast

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
V1	legato slow	legato medium	portato	staccato slow	staccato fast

32 HO1 Perf-Repetitions - Speed   **Samples: 1530   RAM: 95 MB**

Repetition performances
Legato slow and medium, portato, and staccato fast
Speed controller

Matrix switches: Horizontal: Speed, 4 zones

	H1	H2	H3	H4
V1	legato slow	legato medium	portato	staccato fast

33 HO1 Fast-Repetitions   **Samples: 576   RAM: 36 MB**

Fast repetitions: Staccato, 150–190 BPM

Matrix switches: Horizontal: Keyswitches, C1–E1

	C1	C#1	D1	D#1	E1
speed/BPM	150	160	170	180	190

34 HO1 Upbeats a1   **Samples: 768   RAM: 48 MB**

Repetitions: 1 upbeat, 90–140, 160, and 180 BPM

Matrix switches: Horizontal: Keyswitches, C1–G1

	C1	C#1	D1	D#1	E1	F1	F#1	G1
speed/BPM	90	100	110	120	130	140	160	180

35 HO1 Upbeats a2   **Samples: 864   RAM: 54 MB**

Repetitions: 2 upbeats, 90–140, 160, 180, and 200 BPM

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
speed/BPM	90	100	110	120	130	140	160	180	200

36 HO1 Upbeats a3   **Samples: 864**   **RAM: 54 MB**

Repetitions: 3 upbeats, 90–140, 160, 180, and 200 BPM

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
speed/BPM	90	100	110	120	130	140	160	180	200

37 HO1 Upbeats all   **Samples: 2496**   **RAM: 156 MB**

Repetitions: 1–3 upbeats, 90–140, 160, 180, and 200 BPM

Matrix switches: Horizontal: Keyswitches, C1–G#1   Vertical: Modwheel, 3 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
1 upbeat	90	100	110	120	130	140	160	180	180
2 upbeats	90	100	110	120	130	140	160	180	200
3 upbeats	90	100	110	120	130	140	160	180	200

Matrix - LEVEL 2 D - Scale+Phrase

41 HO1 Grace notes - All   **Samples: 490**   **RAM: 30 MB**

Grace notes, minor and major 2nd
AB switch up/down

Matrix switches: Horizontal: Keyswitches, C1–C#1

	C1	C#1
interval	min. 2nd	maj. 2nd

Matrix - LEVEL 2 E - Keyswitch Vel

71 HO1 Legato slow - cre6   **Samples: 102**   **RAM: 6 MB**

Slow legato notes: Crescendo, keyswitch velocity
Keyswitches control 6 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–F1

	C1	C#1	D1	D#1	E1	F1
velocity	1st	2nd	3rd	4th	5th	6th

72 HO1 Legato fast - cre6   **Samples: 102**   **RAM: 6 MB**

Fast legato notes: Crescendo, keyswitch velocity
Keyswitches control 6 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–F1

	C1	C#1	D1	D#1	E1	F1
velocity	1st	2nd	3rd	4th	5th	6th

73 HO1 Portato - cre9   **Samples: 153**   **RAM: 9 MB**

Portato notes: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

74 HO1 Staccato - cre9   **Samples: 153   RAM: 9 MB**

Staccato notes: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

75 HO1 Combi - cre6   **Samples: 204   RAM: 12 MB**

Slow and fast legato: Crescendo, keyswitch velocity
Keyswitches control 6 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–F1   Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1
legato slow	1st	2nd	3rd	4th	5th	6th
legato fast	1st	%	%	%	%	%

76 HO1 Combi - cre9   **Samples: 306   RAM: 19 MB**

Portato and staccato: Crescendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1   Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
portato	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
staccato	1st	%	%	%	%	%	%	%	%

77 HO1 Legato slow - dim6   **Samples: 102   RAM: 6 MB**

Slow legato notes: Diminuendo, keyswitch velocity
Keyswitches control 6 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–F1

	C1	C#1	D1	D#1	E1	F1
velocity	1st	2nd	3rd	4th	5th	6th

78 HO1 Legato fast - dim6   **Samples: 102   RAM: 6 MB**

Fast legato notes: Diminuendo, keyswitch velocity
Keyswitches control 6 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–F1

	C1	C#1	D1	D#1	E1	F1
velocity	1st	2nd	3rd	4th	5th	6th

79 HO1 Portato - dim9   **Samples: 153   RAM: 9 MB**

Portato notes: Diminuendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

80 HO1 Staccato - dim9   **Samples: 153   RAM: 9 MB**

Staccato notes: Diminuendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
velocity	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

81 HO1 Combi - dim6   **Samples: 204   RAM: 12 MB**

Slow and fast legato: Diminuendo, keyswitch velocity
Keyswitches control 6 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–F1   Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1
legato slow	1st	2nd	3rd	4th	5th	6th
legato fast	1st	%	%	%	%	%

82 HO1 Combi - dim9   **Samples: 306   RAM: 19 MB**

Portato and staccato: Diminuendo, keyswitch velocity
Keyswitches control 9 dynamic steps

Matrix switches: Horizontal: Keyswitches, C1–G#1   Vertical: Modwheel, 2 zones

	C1	C#1	D1	D#1	E1	F1	F#1	G1	G#1
portato	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
staccato	1st	%	%	%	%	%	%	%	%

Presets

HO1 VSL Preset Level 1   **Samples: 3911**   **RAM: 244 MB**

L1 HO1 Perf-Legato Speed
L1 HO1 Articulation Combi
L1 HO1 Perf-Repetitions Combi
Preset keyswitches: C6-D6

HO1 VSL Preset Level 2   **Samples: 6792**   **RAM: 424 MB**

01 HO1 Perf-Universal
02 HO1 Perf-Trill Speed
L1 HO1 Articulation Combi
31 HO1 Perf-Repetitions - Combi
76 HO1 Combi - cre9
Preset keyswitches: C6–E6